



GCC2



PM INTEL & EFFECTS

SPECIAL PROJECTS OFFICE

AUSA

13 September 2004

MG Michael R. Mazzucchi
Commanding General,
Communications Electronics
Command

Program Executive Officer
Command, Control and Communications
Tactical

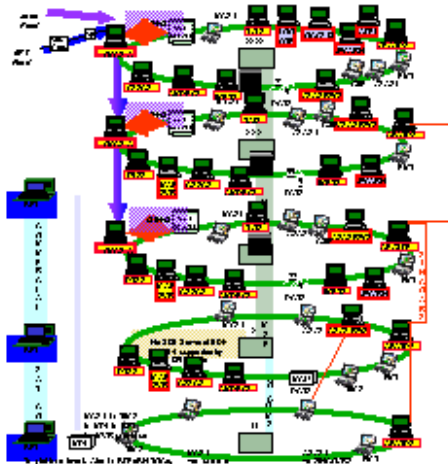


PM TOCs/AMOCCS

PM TRCS

OUR ARMY AT WAR - RELEVANT AND READY

SPO Integration Support



Identify BCS Requirements

**Design System of Systems
C4 Architecture**

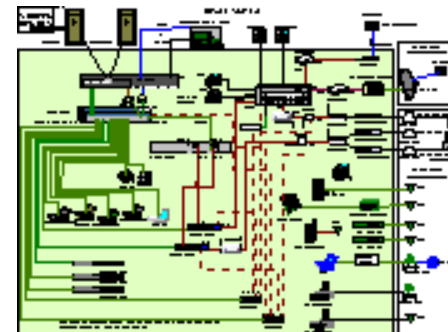
**Site Visit - Assist User
to identify needs/resources**

**Develop and Test
Key Mission Threads at CTSF**

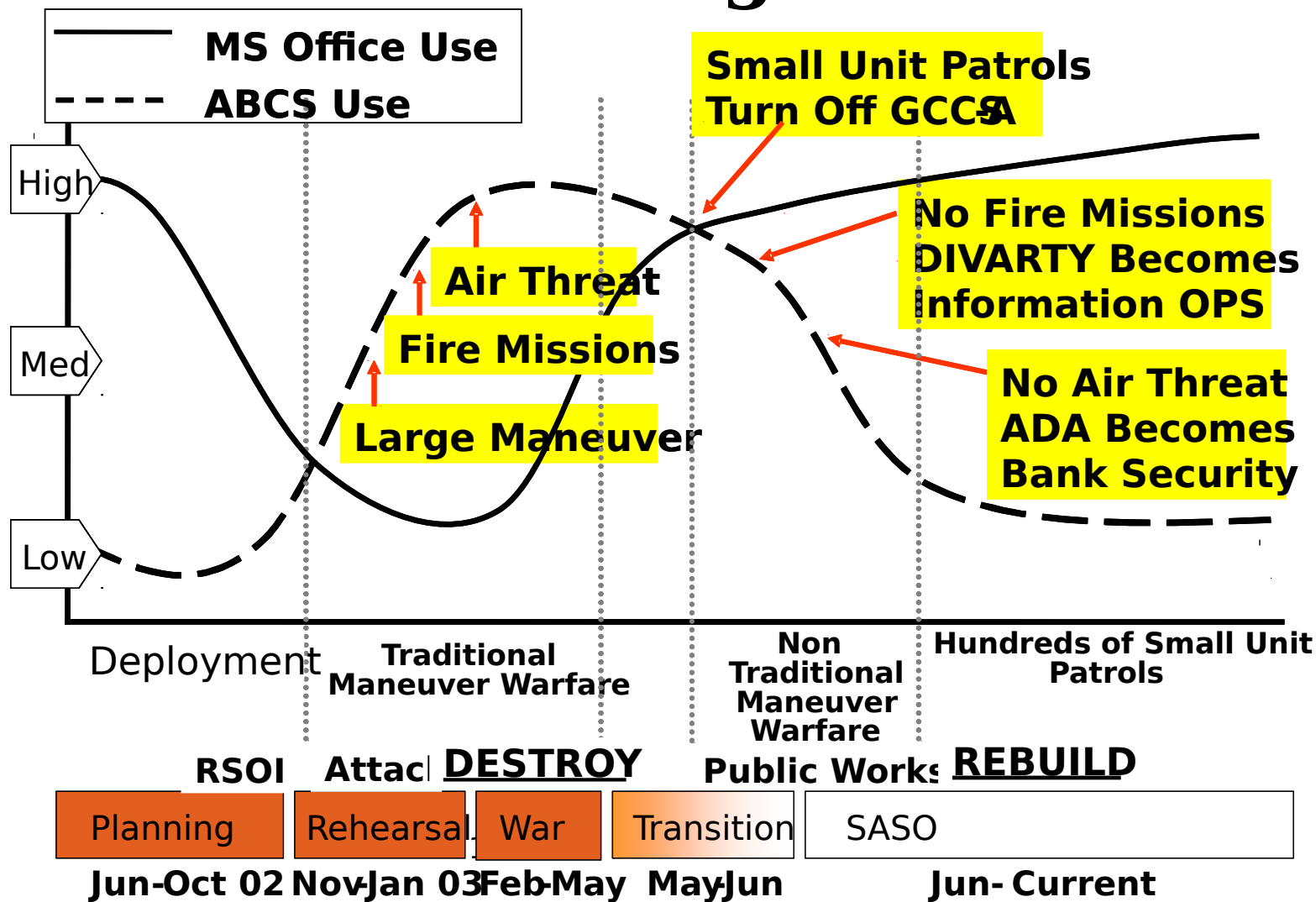
**Provide overarching
Management to PEO PM's**

**Expedite Equipment Acquisition,
Integration and Training**

**Provided 24x7 In-Theatre &
CONUS Technical Support**

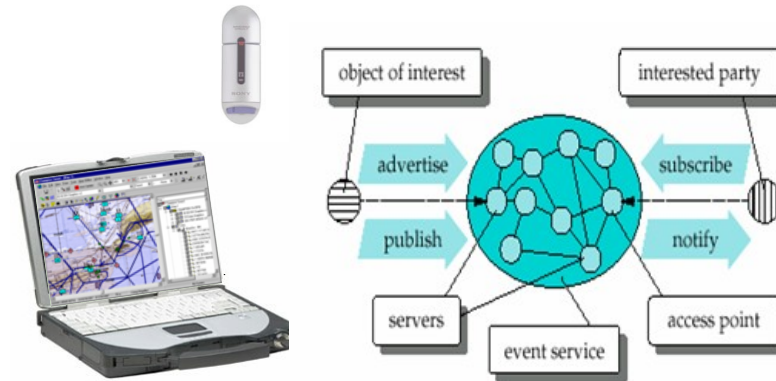


System C2 Usage vs. Mission Change

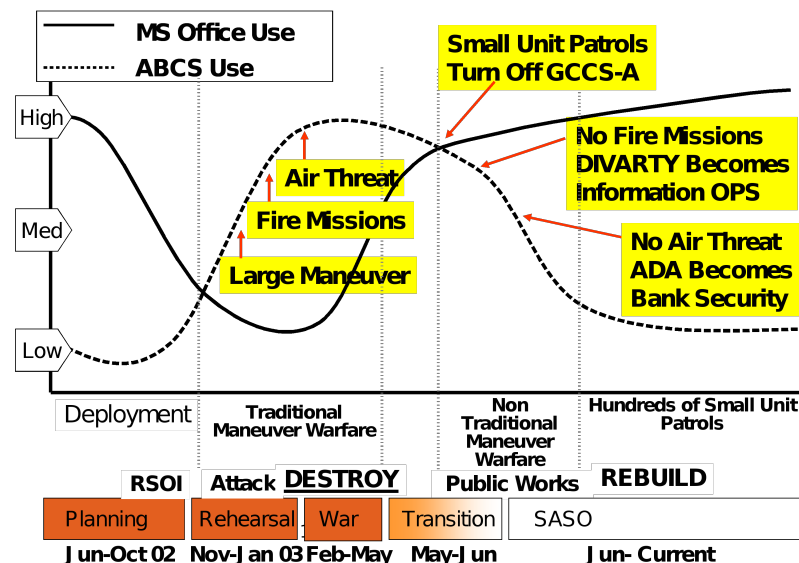


Lessons Learned In Command, Control and Communications

1. Build on Windows OS and Microsoft Office Products to the maximum extent possible
2. Train over the shoulder in 2-3 days
3. Use Web Services to provide COP and access military applications/products that are provided by BFAs
4. Hardware and platform resident software must be multi-purpose:
 - Deploy applications (ranging from MS Office to military specific applications) to "off-the-shelf" PCs running Windows OS
 - Software must provide needed capabilities for the full spectrum of combat in parallel
5. Use standard services for security, mapping, and other common services
6. C3 is not just about command and control and communications within our own chain of command (including Joint and Coalition components), but has to include real-time C3 with: Local police force, Local population, Local Government, aid groups, ...
7. Be designed to deal with task organizational and force restructuring without redesign, software changes (task reorganizations occur every 2-3 days in some units)
8. Must be designed to constantly evolve, acquisition process designed to acquire weapons and platforms with 20-30 year lifecycle, Information technology has less than a 3 year life cycle
9. Nothing happens without Power and Network Connectivity, paper/memory sticks/TTP for backup- lack of these basics continue to challenge our deployed units

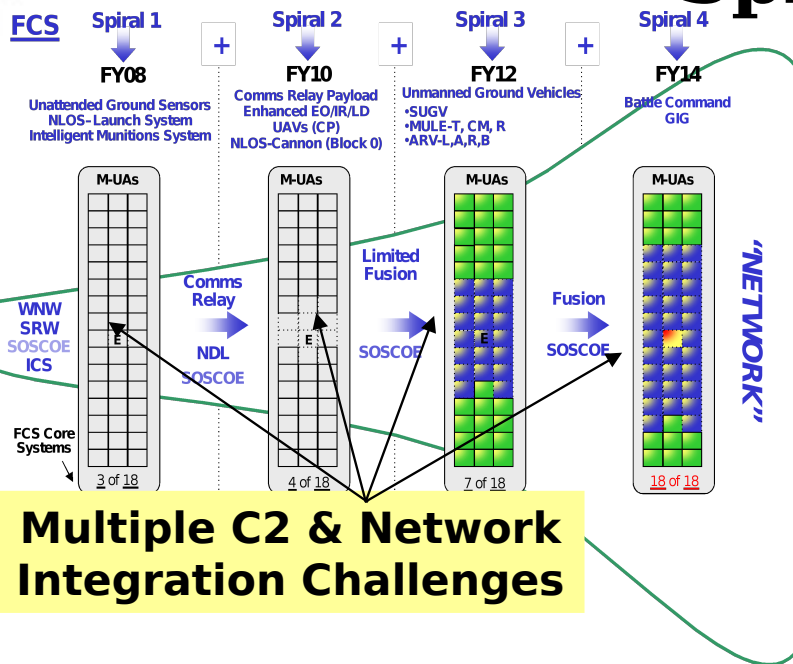


Change Mission Vs Usage





C3T & PM UA Partnering on Spiral BCTs



- Share lessons learned with PM UA for Spiral BCT and FCS
- JTRS and WIN-T will provide the data transport backbone
- Achieve an integrated C2 capability by modifying ABCS to effectively employ new capabilities as they are added to the current force, e.g. AFATDS and NLOS-SCS
- Port SCSOE to current force C2 systems providing them with NCES CES for low-bandwidth nodes

- Convert key ABCS software to a services based architecture, with a co-hosted (on same computer) or remote ability to discover and cooperate in a net-centric fashion with FCS Community Of Interest services above SCSOE
- Team with PM UA on overall BCT C4ISR systems integration, with roles reflecting quantity and maturity of FCS content in BCT
- Work together with PM UA, TRADOC, G-6, the Joint community and others to effect a graceful transition from ABCS to FCS Battle Command and IC2

SCSOE - System of Systems of Systems of Operations
CES - Core Enterprise Services
NLOS-LS - Non-Line-of-Sight - Launch System

CECOM

PEO-C3T

PEO-IEW&S

PEO-EIS

CERDEC

COMMUNICATIONS ELECTRONICS LIFE CYCLE MANAGEMENT COMMAND

**It is about the Network System
of Systems and how it enables
Dominant Land Combat for
Current and Future Forces**